
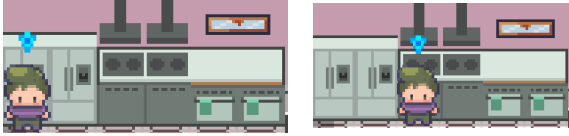



Documentation of Manual Testing:


Identifier	TEST_UR_SWITCHING_COOKS (2.1)
Short Description	This test will check whether we are able to switch cooks with the number keys 1,2,3.
Related Requirement(s)	UR_SWITCHING_COOKS
Author	Muaz
Steps	After starting the game, click on 2 to switch to second cook. Then click on 3 to switch to 3rd cook. Then click back on 1 to switch back to the first cook.
Expected Outcome	The cooks should switch based on the arrow key clicked.
Actual Outcome	The cooks switched based on the arrow key clicked. You can tell which cook is selected due to the selected arrow on top of the cook. Also at the bottom right it shows you which cook is selected.
Failure/Edge Cases	Checked whether other keys would make cooks change - they do not Checked whether clicking on the actual cook would make them change - it does not
Status (Pass/Fail)	PASS
Pictures	 <p>Picture before and after clicking on key for number 3.</p>
Notes	We tried these in both endless mode and scenario mode and for all difficulties, just to make sure that our test results were reproducible across all modes.


Identifier	TEST_UR_MOVING_COOKS (2.2)
Short Description	This test will check whether we are able to move cooks to the different stations, pantry and bin
Related Requirement(s)	UR_MOVING_COOKS
Author	Muaz
Steps	After starting the game, click on the frying station, followed by the baking station, followed by the serving station, followed by the cutting station, followed by the bin, followed by the pantry.
Expected Outcome	The cooks should move to the location clicked on
Actual Outcome	The cooks moved to the location which was clicked.
Failure/Edge Cases	Checked to see whether cook would move to locations which were not stations, by clicking on parts of the screen which were not stations - they do not Tried moving cooks with arrow keys - they do not
Status (Pass/Fail)	PASS

Pictures	<p>Picture before and after clicking on the frying station</p> 
Notes	<p>Previously we had the error that the selected cook could not move anywhere where there was already a cook present. However, this was amended and now multiple cooks can be at the same station</p> <p>We tried these in both endless mode and scenario mode and for all difficulties, just to make sure that our test results were reproducible across all modes.</p>




Identifier	TEST_UR_ACTION (2.3)
Short Description	This test will check whether the cooks are able to interact with the different stations to run tasks
Related Requirement(s)	UR_STATION_ACTION, UR_COOK_ACTION
Author	Muaz
Steps	<p>After starting the game, click on the chopping station and once the cook reaches there, click the cook. If nothing happens, then go back to the pantry, collect lettuce and repeat.</p> <p>Then get a patty and do not click on flip when it asks. Dispose of patty and repeat but this time flip correctly. Check if the patty is properly prepared.</p>
Expected Outcome	<p>Nothing should happen the first time, but the second time, with the lettuce, the progress bar should appear and the lettuce should be cut up.</p> <p>The time FLIP is not clicked, the patty should burn. The burger should not be assembled in that case. However, when the patty is properly prepared, the burger should assemble.</p>
Actual Outcome	As above
Failure/Edge Cases	Tried treating up every ingredient where it didn't belong e.g. trying to cut up a patty, frying a potato to see whether the ingredients would still be prepared - they were not
Status (Pass/Fail)	PASS
Pictures	<p>Picture of progress bar whilst lettuce is being cut up. Picture of burnt patty.</p> 
Notes	Checked whether the cook could move away from the station whilst he was preparing the ingredient. He cannot, therefore, the test was successful.

Identifier	TEST_UR_COOK_STACK (2.4)
Short Description	This test will check whether the cooks are able to stack ingredients from different stations



Related Requirement(s)	UR_COOK_STACK
Author	Muaz
Steps	After starting the game, click on the pantry and collect a patty and a lettuce. Go to the cutting board and chop the lettuce
Expected Outcome	A lettuce and a patty should appear in your inventory on the right with the most recent item on top. The lettuce should then be cut up (but the patty should remain in the same position).
Actual Outcome	As above
Failure/Edge Cases	Tried with wrong stations e.g. lettuce at frying station, in which case it stayed unprepared - successful.
Status (Pass/Fail)	PASS
Pictures	Inventory before and after cutting of lettuce 
Notes	Tried with all ingredients as well as the burnt patty


Identifier	TEST_UR_CUSTOMER (2.5)
Short Description	This test will check whether the user is able to see the customers waiting, their order and the respective recipes. Also checks to see whether the countdown from when order was placed is there.
Related Requirement(s)	UR_CUSTOMER_VIEW, UR_TIME_CUSTOMERS
Author	Muaz
Steps	Start the game and check whether the customer, with a speech bubble containing the order and the respective recipe for that order is there, along with the countdown
Expected Outcome	All four of the above should be present
Actual Outcome	As above
Failure/Edge Cases	
Status (Pass/Fail)	PASS
Pictures	

Notes	
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Identifier	TEST_UR_REPUTATION (2.6)
Short Description	This test will check whether there are reputation points, and if they are clearly displayed. Should test if the reputation points can be increased.
Related Requirement(s)	UR_REPUTATION
Author	Muaz
Steps	Start the game and check whether the reputation points are there. Check whether they can be increased in any way.
Expected Outcome	Reputation points should be present. There should be a method to gain reputation points and you will lose reputation points if you run out of time.
Actual Outcome	As above
Failure/Edge Cases	
Status (Pass/Fail)	PASS
Pictures	<p>Reputation points at start (3), after losing a point due to running out of time (2) and then gaining one back from powerup (3)</p> <p style="text-align: center;"> REP  REP  REP  </p>
Notes	The powerup to gain a reputation point back spawns randomly.

Identifier	TEST_UR_EARNINGS (2.7)
Short Description	This test will check whether the user is able to see the earnings they have made. It will test whether these earnings increase upon serving an order. It will test if you can buy more recipes with your earnings
Related Requirement(s)	UR_EARNINGS
Author	Muaz
Steps	Start the game and check whether the earnings are shown on the screen. Complete an order and see whether the earnings increase. Before having sufficient money try buying a recipe. Then repeat after having sufficient money.
Expected Outcome	Earnings should be present and then increase upon completing an order. Recipe should not be unlocked if there is insufficient money, but it should be unlocked when you have enough money. The money should decrease from your account.
Actual Outcome	As above
Failure/Edge Cases	We saw if the earnings would increase if no customer was served. Also checked to see that if we do not serve a customer do the earnings go down. Both were false, so our test was successful.


	Checked to see if the decrease in earnings after buying a recipe is just visual - it is not, it is also logical, as you then need to earn more money to get more recipes.
Status (Pass/Fail)	PASS
Pictures	Earnings before and after serving a customer <div> <div>0</div>  <div>12</div>  </div>
Notes	

Identifier	TEST_UR_MAX_SERVE (2.8)
Short Description	This test will check whether the user is able to see the maximum number of customers they served in endless mode
Related Requirement(s)	UR_MAX_SERVE
Author	Muaz
Steps	Start the game, load into endless mode and play. Upon losing all your reputation points, check if the game shows you how many customers you served.
Expected Outcome	Number of customers served should be present on the game over screen.
Actual Outcome	As above
Failure/Edge Cases	Tried with 0 customers and tried with a singular customer and tried with multiple customers.
Status (Pass/Fail)	PASS
Pictures	This is the full game over screen. 
Notes	Tried with all difficulties. Checked to see if the ending screen was the same for scenario mode - it was not (does not show number of customers served).


Identifier	TEST_UR_SCENARIO_TIME (2.9)
Short Description	This test will check whether the user is able to see how long it took them to finish the scenario
Related Requirement(s)	UR_SCENARIO_TIME

Author	Muaz
Steps	Start the game, load into scenario mode and finish the scenario. See if the time taken to finish the scenario is displayed.
Expected Outcome	Time is displayed
Actual Outcome	As above
Failure/Edge Cases	Tried with both scenario mode and endless mode - although not a necessity, the time also shows in endless mode, but it is how long you survived for.
Status (Pass/Fail)	PASS
Pictures	This is the full game over screen. <div data-bbox="986 645 1145 846" data-label="Image"> </div>
Notes	

Identifier	TEST_UR_GAMEMODES (2.10)
Short Description	This test will check whether the user can choose between a scenario mode and an endless mode
Related Requirement(s)	UR_GAMEMODES
Author	Muaz
Steps	Start the game, load into scenario mode and see if the game works. Restart the game and load into endless mode and see if the game works.
Expected Outcome	Both modes should be implemented and user should have choice of which to play.
Actual Outcome	As above
Failure/Edge Cases	Tried moving the scenario mode customers button down to 0 to see if the game crashed. The game does not let you move less than 1.
Status (Pass/Fail)	PASS
Pictures	This is the initial options screen. <div data-bbox="805 1624 960 1825" data-label="Image"> </div>
Notes	Tried with all three difficulties. All three difficulties still are valid for both endless and scenario mode. Tried with different customers in scenario mode.


Identifier	TEST_UR_POWERUPS (2.11)
Short Description	This test will check whether there are 5 powerups the user can collect and activate.
Related Requirement(s)	UR_POWERUPS
Author	Muaz
Steps	Start the game, click on N to spawn powerups and count to see if there are 5.
Expected Outcome	There should be 5 powerups, all with a different working function.
Actual Outcome	As above
Failure/Edge Cases	
Status (Pass/Fail)	PASS
Pictures	<p>The powerups are shown at the top of the screen like so:</p> 
Notes	All 5 powerups have a different function, which you can see once activated. They spawn randomly. Checked if the functions actually work - which they do.


Identifier	TEST_UR_DIFFICULTY (2.12)
Short Description	This test will check whether there are different difficulty levels which the user should be able to choose from.
Related Requirement(s)	UR_DIFFICULTY
Author	Muaz
Steps	Start the game, and on the options screen navigate to change difficulties.
Expected Outcome	There should be options of 3 difficulties: easy, medium and hard.
Actual Outcome	As above
Failure/Edge Cases	The difficulty menu is a loop. So instead of the game crashing after clicking right button whilst on HARD, it should go back to EASY. Which was successfully achieved.
Status (Pass/Fail)	PASS

Pictures	
Notes	Tried all three difficulties in both endless and scenario mode

Identifier	TEST_UR_SAVESTATES (2.13)
Short Description	This test will check whether there are save states, where users can pause the game and resume at the same point
Related Requirement(s)	UR_SAVESTATES
Author	Muaz
Steps	Start the game, pause it and then resume it and see if you start off again at the same place
Expected Outcome	The game should start off again at the same point it was when paused.
Actual Outcome	N/A
Failure/Edge Cases	
Status (Pass/Fail)	FAIL
Pictures	
Notes	. This feature was not successfully implemented, at time of writing.

Identifier	TEST_GAME_LAYOUT (2.14)
Short Description	This test will check whether the game is family friendly, easy to use and easy to understand.
Related Requirement(s)	UR_USER_EXPERIENCE, UR_FAMILY_FRIENDLY_CONTENT
Author	Muaz
Steps	Ask a third party to play the game, with no knowledge of controls. Let them navigate the menus. Ask them if they think the game is family friendly at the end.
Expected Outcome	Instructions should be easily findable and understandable. They should be able to play the game easily and the game should be family friendly.
Actual Outcome	As above
Failure/Edge Cases	Asked 3 different people, of various ages

Status (Pass/Fail)	PASS
Pictures	
Notes	

Identifier	TEST_UR_LICENCE (2.15)
Short Description	This test will check whether the assets licence is visible on game
Related Requirement(s)	UR_LICENCE
Author	Muaz
Steps	Start the game, go to credits screen and see if you can see the assets credits.
Expected Outcome	See assets credits as LimeZu
Actual Outcome	As Above
Failure/Edge Cases	
Status (Pass/Fail)	PASS
Pictures	
Notes	.